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"geometric model" and annotation

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Wang Yizhou's Research - Textured Motion

... sufficient and general (being alike & various) effective (ie low dimensional) Applications: motion segmentation, recognition, **annotation**, etc. ... **Geometric model** ...

www.cs.ucla.edu/~wangyz/Research/wyzphdresearch.htm - 14k - [Cached](#) - [Similar pages](#)

[PDF] Microsoft PowerPoint - IFC 2x Edition 2 New Horizons

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... Resource Measure Resource Material Resource Geometry Resource **Geometric Model** Resource Profile ... layers, text, line style and weight, **annotation** and dimensioning ...

www.iai-na.org/technical/ifc_2x_horizons.pdf - [Similar pages](#)

[PDF] Annotating Real-World Objects Using Augmented Reality

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... For our experiments we interactively created a coarse **geometric model** of our plastic automobile engine model using AutoCAD. The **annotation** information is then ...

www.cs.iupui.edu/~tuceryan/research/AR/ECRC-94-41.pdf - [Similar pages](#)

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... 注釈 注釈 •Text Text •**Annotation** Curves **Annotation** Curves •Symbols ... Dimensions

Dimensions 関連 関連 •From **Geometric Model** to : From ...

www.ecm.jp/ecit/tenji/bs2001/takeuchi.pdf - [Similar pages](#)

[PDF] Video Based Animation Techniques for Human Motion

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... Some facial animation systems texture map images onto the **geometric model**, or morph ... We will survey several visual tracking and **annotation** techniques that are ...

www.debevec.org/IBMR99/70notes.pdf - [Similar pages](#)

Project List

... Investigate this issue using a **geometric model** with different levels of detail ... Automated 2D **Annotation** Given an arbitrary 2D illustration or model and a list of ...

graphics.stanford.edu/courses/cs448-98-spring/projects.html - 8k - [Cached](#) - [Similar pages](#)

[PDF] L Projects in VR

File Format: PDF/Adobe Acrobat - [View as HTML](#)

... IEEE Computer Society 0272-1716/03/\$17.00 © 2003 IEEE 1 Functional **geometric model** with space ... 3 A Dig Safe technician applying an **annotation** to a road surface ...

graphics.lcs.mit.edu/~seth/pubs/IEEECGApervasive.pdf - [Similar pages](#)

Finding of Wiederholl_sungen based on Information-Reconstruction ...

... recognition can only be realised with the geometric shapes, because geometric **annotation** elements (eg the ... This procedure creates a complete 3D-**geometric model**. ...

www-ai.cs.uni-magdeburg.de/~proksi/ProKSI-97/grabowski/grabowski.html - 29k - [Cached](#) - [Similar pages](#)

Geography 751: Exercise # 3

Image Import , Rectification, and **Annotation**. Objectives. ... A menu should appear that

allows you to select the **Geometric Model**. Select Polynomial and click OK. ...

www.cofc.edu/~scsgrant/people/cass/exercise3/e3.html - 25k - [Cached](#) - [Similar pages](#)

[CEDRA AVsand 2003 worldwide, Y2K, performs sanitary storm and ...](#)

... CEDRA-AVsand TM enables the engineer to create the spatial **geometric model** of a storm water ... Ability to customize the material codes and their **annotation** strings ...

www.cedra.com/AVsand.html - 20k - [Cached](#) - [Similar pages](#)

◀ Goooooooooooooooooole ▶

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 Michael Karasick , Derek Lieber
Proceedings of the first ACM symposium on Solid modeling foundations and CAD/CAM applications May 1991
- 2** Interaction techniques for constrained Displays: Halo: a technique for visualizing off-screen objects 77%
 Patrick Baudisch , Ruth Rosenholtz
Proceedings of the conference on Human factors in computing systems April 2003
 As users pan and zoom, display content can disappear into off-screen space, particularly on small-screen devices. The clipping of locations, such as relevant places on a map, can make spatial cognition tasks harder. Halo is a visualization technique that supports spatial cognition by showing users the location of off-screen objects. Halo accomplishes this by surrounding off-screen objects with rings that are just large enough to reach into the border region of the display window. From the portio ...
- 3** Interactive skeleton-driven dynamic deformations 77%
 Steve Capell , Seth Green , Brian Curless , Tom Duchamp , Zoran Popović
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
 Volume 21 Issue 3
 This paper presents a framework for the skeleton-driven animation of elastically deformable characters. A character is embedded in a coarse volumetric control lattice, which provides the structure needed to apply the finite element method. To incorporate skeletal controls, we introduce line constraints along the bones of simple skeletons. The bones are made to coincide with edges of the control lattice, which enables us to apply the constraints efficiently using algebraic methods. To accelerate ...
- 4** Performance-driven hand-drawn animation 77%

-  Ian Buck , Adam Finkelstein , Charles Jacobs , Allison Klein , David H. Salesin , Joshua Seims , Richard Szeliski , Kentaro Toyama
Proceedings of the first international symposium on Non-photorealistic animation and rendering June 2000
- 5** Pattern-based texturing revisited 77%
 Fabrice Neyret , Marie-Paule Cani
Proceedings of the 25th annual conference on Computer graphics and interactive techniques July 1999
- 6** Synthesizing realistic facial expressions from photographs 77%
 Frédéric Pighin , Jamie Hecker , Dani Lischinski , Richard Szeliski , David H. Salesin
Proceedings of the 25th annual conference on Computer graphics and interactive techniques July 1998
- 7** Machine interpretation of CAD data for manufacturing applications 77%
 Qiang Ji , Michael M. Marefat
ACM Computing Surveys (CSUR) September 1997
Volume 29 Issue 3
Machine interpretation of the shape of a component for CAD databases is an important problem in CAD/CAM, computer vision, and intelligent manufacturing. It can be used in CAD/CAM for evaluation of designs, in computer vision for machine recognition and machine inspection of objects, and in intelligent manufacturing for automating and integrating the link between design and manufacturing. This topic has been an active area of research since the late '70s, and a significant number of computat ...
- 8** Planning motions with intentions 77%
 Yoshihito Koga , Koichi Kondo , James Kuffner , Jean-Claude Latombe
Proceedings of the 21st annual conference on Computer graphics and interactive techniques July 1994
We apply manipulation planning to computer animation. A new path planner is presented that automatically computes the collision-free trajectories for several cooperating arms to manipulate a movable object between two configurations. This implemented planner is capable of dealing with complicated tasks where regrasping is involved. In addition, we present a new inverse kinematics algorithm for the human arms. This algorithm is utilized by the planner for the generation of realistic< ...
- 9** Production ready feature recognition based automatic group technology 77%
 part coding
Arlo L. Ames
Proceedings of the first ACM symposium on Solid modeling foundations and CAD/CAM applications May 1991

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